

Abstract

A self-propelled pet toy is configured to include an attract, such as, for example, catnip. The pet toy is provided with a drive unit that may store energy for
5 later release thereby providing movement to the pet toy and amusement to the pet. The self-propelled pet toy may be configured to look like an animal, such as a mouse, by its shape and also by the optional use of an outer layer of synthetic fur, facial components and/or a tail.